£1.20 ● Nº 79 ● 7 JUNE 1996 ● UK's OFFICIAL SEGA COMIC ● EVERY FORTNIGHT

SONIC THE COMIC

SPECIAL 3RD BIRTHDAY ISSUE!

TRIPLE TREAT!

3 NEW STORIES

MIRACLE PLANET!

REVOLUTION!

GROUNDED!

FREE SPINNER!

FREE GIFT MISSING? ALERT YOUR NEWSAGENT NOW!

WIN! 80 SEGA T-SHIRTS

UP FOR GRABS!

EARTHWORM JIM 2 Q ZONE!

SEGAWORLD NEWS!

SEGA Archive

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Way to go! *Three* whole years of suffering the humes-who-think-they're-in-charge have paid off! It does my pleasure circuits the power of good to tell you that the UK's official Sega-powered comic has reached its *triple* birthday issue (stirring round of applause!).

I'm glad I installed my heavy-duty batteries, 'cos not only is there a fabulous free gift - the super Sonic Spinner on the front cover - but there are *three* new stories...

Sonic stars in Return to the Miracle Planet *and* Revolution, and there's even a treat for Tails fans in a complete new story, called Grounded. Alas, the Ghost Ship sails into the sunset with the final episode (let *STC* know if you want to see more of Captain Plunder).

There's also a Sega compo where you could win one of 80 T-shirt's, plus there's news on Segaworld... *and* just in case you missed the launch, there's a chance to scope out the Sega Saturn game True Pinball in the Review Zone. All this, and of course, the regular Q Zone wriggles your way in the form of Earthworm Jim 2.

Gotta go now, those lazy humes want more crispy bits and squash! I'd just like to say a mega-huge thank you to the Boomers who have stuck with *STC* since the onset, and to those who have joined along the way. Believe me, you ain't seen nothing yet!

Megadroid

ALL CHANGE!
STC on sale Wednesdays!

So much for the old hume saying about **Wednesdays** being full of woe! As from 12 June, **Wednesdays** are going to be a lot brighter. As from the next issue (*STC* 80), Sonic and co will be available in the shops every alternate **Wednesday** (*not* Saturday).

Could this be a ploy by Doctor Robotnik to try and baffle you Boomers? Don't be foiled, make a note in your calendars and choose **Wednesdays** as your fave day of the week (fortnight!).

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SEGA

COMPILED BY ChartTrack

↕ up/down RE/NEW entry • non mover

MEGA DRIVE

1	NEW		TOY STORY
2	↓		FIFA SOCCER '96
3	↓		SONIC AND KNUCKLES
4	•		SONIC THE HEDGEHOG 2
5	↑		ECCO 2: THE TIDES OF TIME
6	↓		MICKEY MANIA
7	↓		TAZ-MANIA: ESCAPE FROM MARS
8	↓		MICRO MACHINES '96
9	•		PSYCHO PINBALL
10	RE		PGA TOUR GOLF '96

SATURN

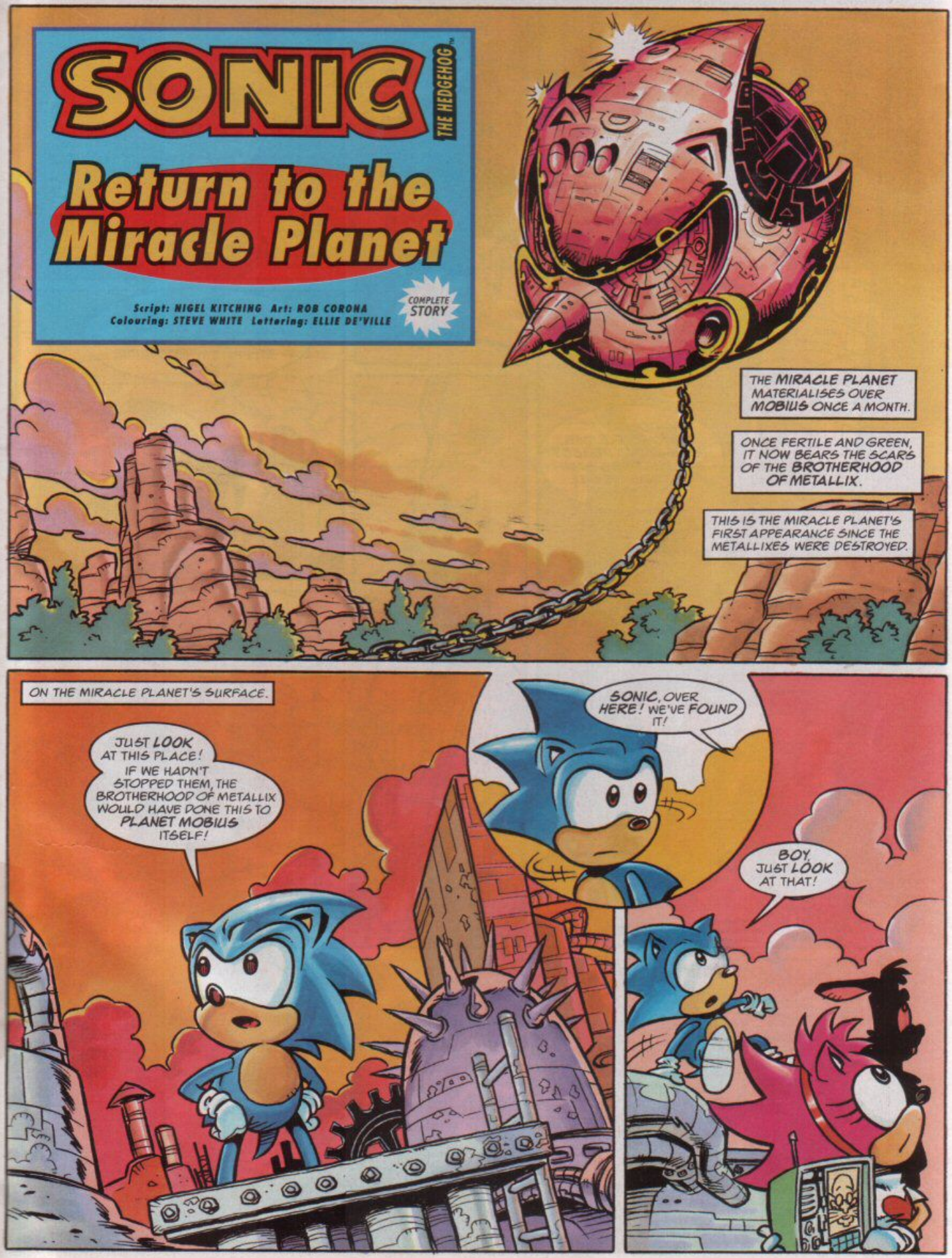
1	NEW		WIPE OUT
2	↑		VIRTUA COP
3	NEW		MAGIC CARPET
4	↓		SEGA RALLY
5	•		VIRTUA FIGHTER 2
6	↓		FIFA SOCCER '96
7	↓		D
8	↓		WORMS
9	↑		FIRESTORM: THUNDERHAWK 2
10	↓		F1 CHALLENGE

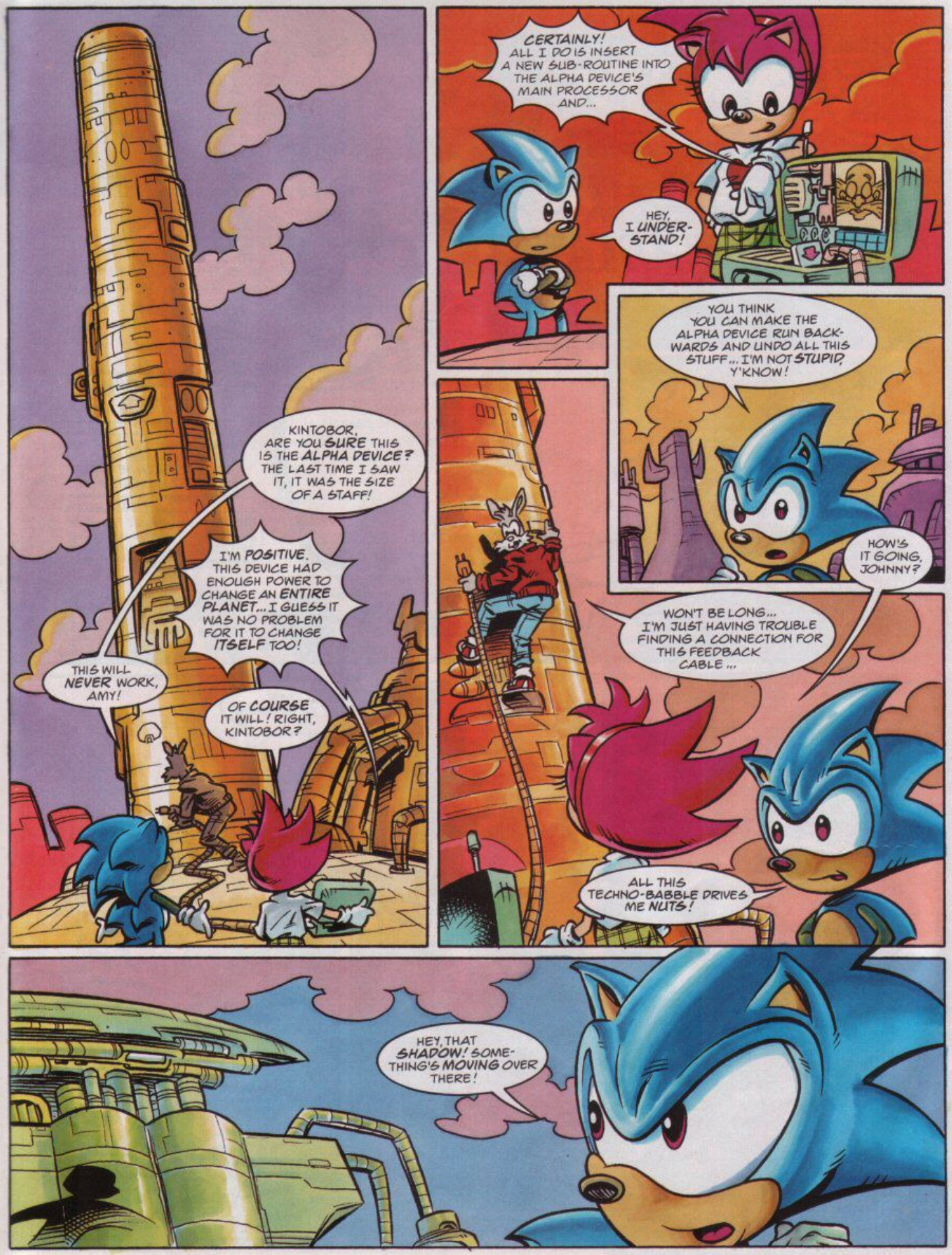
MEGA-CD

1	•		EARTHWORM JIM
2	•		SOULSTAR
3	•		B.C. RACERS
4	•		BRUTAL: PAWS OF FURY
5	↑		ETERNAL CHAMPIONS
6	↓		WORLD CUP USA '94
7	•		SNATCHER
8	RE		TOMCAT ALLEY
9	RE		JAGUAR XJ220
10	RE		SILPHEED

GAME GEAR

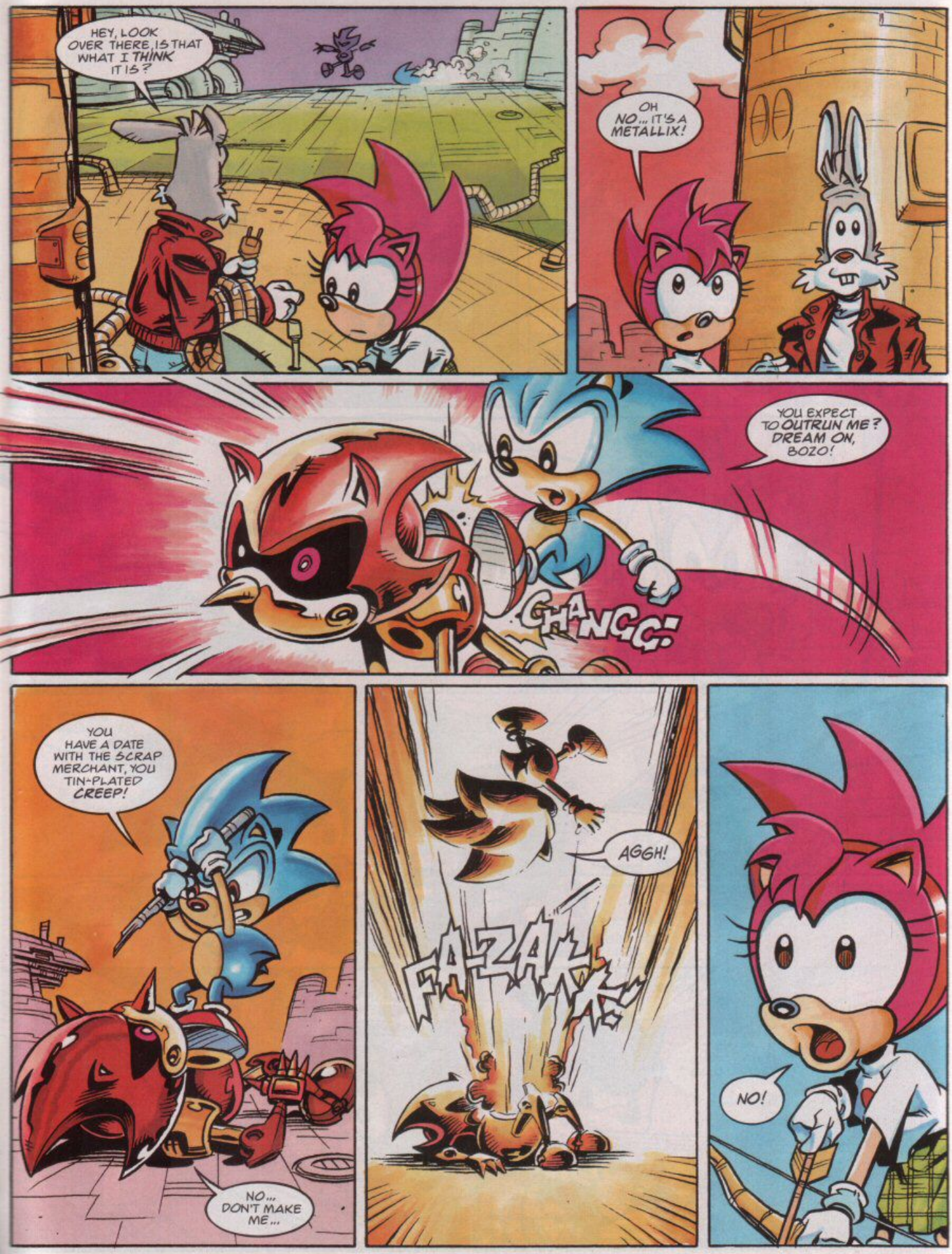
1	•		SONIC CHAOS
2	•		TAZ-MANIA: ESCAPE FROM MARS
3	↓		SONIC THE HEDGEHOG 2
4	RE		FIFA SOCCER '96
5	RE		ECCO 2: THE TIDES OF TIME
6	RE		REN AND STIMPY
7	↓		SONIC THE HEDGEHOG
8	↓		THE LION KING
9	↓		MORTAL KOMBAT 2
10	RE		DYNAMITE HEADDY


SONIC
THE HEDGEHOG™
Return to the Miracle Planet
Script: NIGEL KITCHING Art: ROB CORONA
Colouring: STEVE WHITE Lettering: ELLIE DE'VILLE
COMPLETE STORY
THE MIRACLE PLANET MATERIALISES OVER MOBIUS ONCE A MONTH.
ONCE FERTILE AND GREEN, IT NOW BEARS THE SCARS OF THE BROTHERHOOD OF METALLIX.
THIS IS THE MIRACLE PLANET'S FIRST APPEARANCE SINCE THE METALLIXES WERE DESTROYED.
ON THE MIRACLE PLANET'S SURFACE.
JUST LOOK AT THIS PLACE! IF WE HADN'T STOPPED THEM, THE BROTHERHOOD OF METALLIX WOULD HAVE DONE THIS TO PLANET MOBIUS ITSELF!
SONIC, OVER HERE! WE'VE FOUND IT!
BOY, JUST LOOK AT THAT!

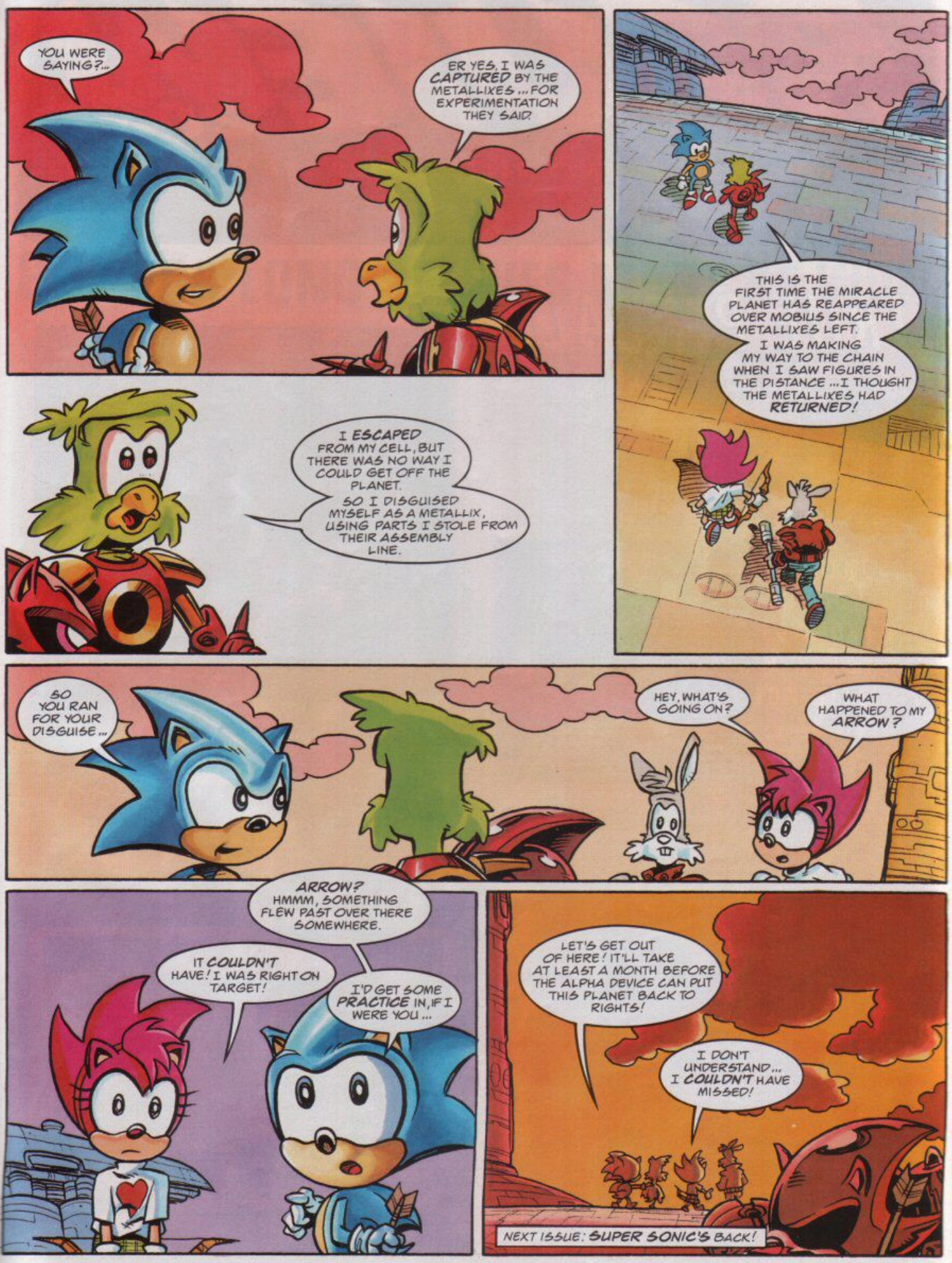

KINTOBOR, ARE YOU SURE THIS IS THE ALPHA DEVICE? THE LAST TIME I SAW IT, IT WAS THE SIZE OF A STAFF!
I'M POSITIVE. THIS DEVICE HAD ENOUGH POWER TO CHANGE AN ENTIRE PLANET... I GUESS IT WAS NO PROBLEM FOR IT TO CHANGE ITSELF TOO!
THIS WILL NEVER WORK, AMY!
OF COURSE IT WILL! RIGHT, KINTOBOR?
CERTAINLY! ALL I DO IS INSERT A NEW SUB-ROUTINE INTO THE ALPHA DEVICE'S MAIN PROCESSOR AND...
HEY, I UNDER-STAND!
YOU THINK YOU CAN MAKE THE ALPHA DEVICE RUN BACK-WARDS AND UNDO ALL THIS STUFF... I'M NOT STUPID, Y'KNOW!
HOW'S IT GOING, JOHNNY?
WON'T BE LONG... I'M JUST HAVING TROUBLE FINDING A CONNECTION FOR THIS FEEDBACK CABLE...
ALL THIS TECHNO-BABBLE DRIVES ME NUTS!
HEY, THAT SHADOW! SOME-THING'S MOVING OVER THERE!

WE'RE NOT ALONE HERE... I'LL CHECK IT OUT!
COME ON, SONIC – WE KNOW THAT ALL THE METALLIXES WERE DESTROYED!
I KNOW WHAT I SAW!
AND BESIDES, I'M FED UP STANDING AROUND LIKE A SPARE PART!
COME OUT, I KNOW YOU'RE HERE!
SKRI-I-I-I-CH
AH HA!
GIVE UP, BUDDY! YOU CAN'T GET AWAY FROM ME!

I DON'T BELIEVE IT! IT IS A METALLIX!
SONIC THE HEDGEHOG?
HAVEN'T YOU HEARD? ALL THE METALLIXES HAVE BEEN DESTROYED!
DON'T BOTHER TO ANSWER... YOU WON'T BE AROUND LONG ENOUGH!
WH-RAAAK!
NOT SO TOUGH WITHOUT YOUR FRIENDS, ARE YOU?
DON'T...
OOF!
HUH, YOU'RE TRYING TO RUN AWAY?
YOU MUST BE THE RUNT OF THE LITTER, I GUESS... PROBABLY WHY THE OTHERS LEFT YOU BEHIND!


HEY, LOOK OVER THERE, IS THAT WHAT I THINK IT IS?
OH NO... IT'S A METALLIX!
YOU EXPECT TO OUTRUN ME? DREAM ON, BOZO!
CHANGG!
YOU HAVE A DATE WITH THE SCRAP MERCHANT, YOU TIN-PLATED CREEP!
NO... DON'T MAKE ME...
AGGH!
FA-ZAK
NO!

ARE YOU ALL RIGHT? I USED THE BLASTER'S LOWEST POWER SETTING!
HUH, JUST WHAT KIND OF METALLIX ARE YOU?
I'M NOT A METALLIX!
THE METALLIX IS GOING IN FOR THE KILL! I'LL ONLY GET ONE SHOT!
THIS NEW ARMOUR PIERCING ARROW SHOULD DO IT!
LOOK, IT'S JUST A DISGUISE... I WAS TRYING TO TELL YOU. SONIC... ARE YOU LISTENING?
HANG ON A SEC!
?
SNIKK!


YOU WERE SAYING?...
ER YES, I WAS CAPTURED BY THE METALLIXES ... FOR EXPERIMENTATION THEY SAID.
THIS IS THE FIRST TIME THE MIRACLE PLANET HAS REAPPEARED OVER MOBIUS SINCE THE METALLIXES LEFT.
I WAS MAKING MY WAY TO THE CHAIN WHEN I SAW FIGURES IN THE DISTANCE ... I THOUGHT THE METALLIXES HAD RETURNED!
I ESCAPED FROM MY CELL, BUT THERE WAS NO WAY I COULD GET OFF THE PLANET.
SO I DISGUISED MYSELF AS A METALLIX, USING PARTS I STOLE FROM THEIR ASSEMBLY LINE.
SO YOU RAN FOR YOUR DISGUISE...
HEY, WHAT'S GOING ON?
WHAT HAPPENED TO MY ARROW?
ARROW? HMMM, SOMETHING FLEW PAST OVER THERE SOMEWHERE.
IT COULDN'T HAVE! I WAS RIGHT ON TARGET!
I'D GET SOME PRACTICE IN, IF I WERE YOU...
LET'S GET OUT OF HERE! IT'LL TAKE AT LEAST A MONTH BEFORE THE ALPHA DEVICE CAN PUT THIS PLANET BACK TO RIGHTS!
I DON'T UNDERSTAND... I COULDN'T HAVE MISSED!
NEXT ISSUE: SUPER SONIC'S BACK!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

TRUE PINBALL

Reviewed by David Gibbon

SATURN

GAME TYPE: PLATFORM
PLAYERS: 1-8
PUBLISHER: OCEAN
PRICE: £44.99
RELEASE DATE: MAY
AGE RANGE: 8+

You'll either love Pinball or hate it, but for all those who experienced playing *Psycho Pinball* on the Mega Drive, you'll know how addictive and fun it really can be.

Unlike most other pinball games, **True Pinball** for the Saturn is different in that it's played using either a 2D or 3D perspective. Graphically superb, using 32,000 colours, the game has four different tables, which range from Law 'N' Justice through to Extreme Sports, as well as dozens of sub games such as casinos, gyms and shooting ranges. Each table can be tilted through a number of 3D angles, offering increased playability and gameplay.

With up to eight people playing and up to 10 balls on the table at any time, **True Pinball** is a game that offers so much excitement and fun that you'll still be going back to play it in six months time!

FINAL COUNTDOWN

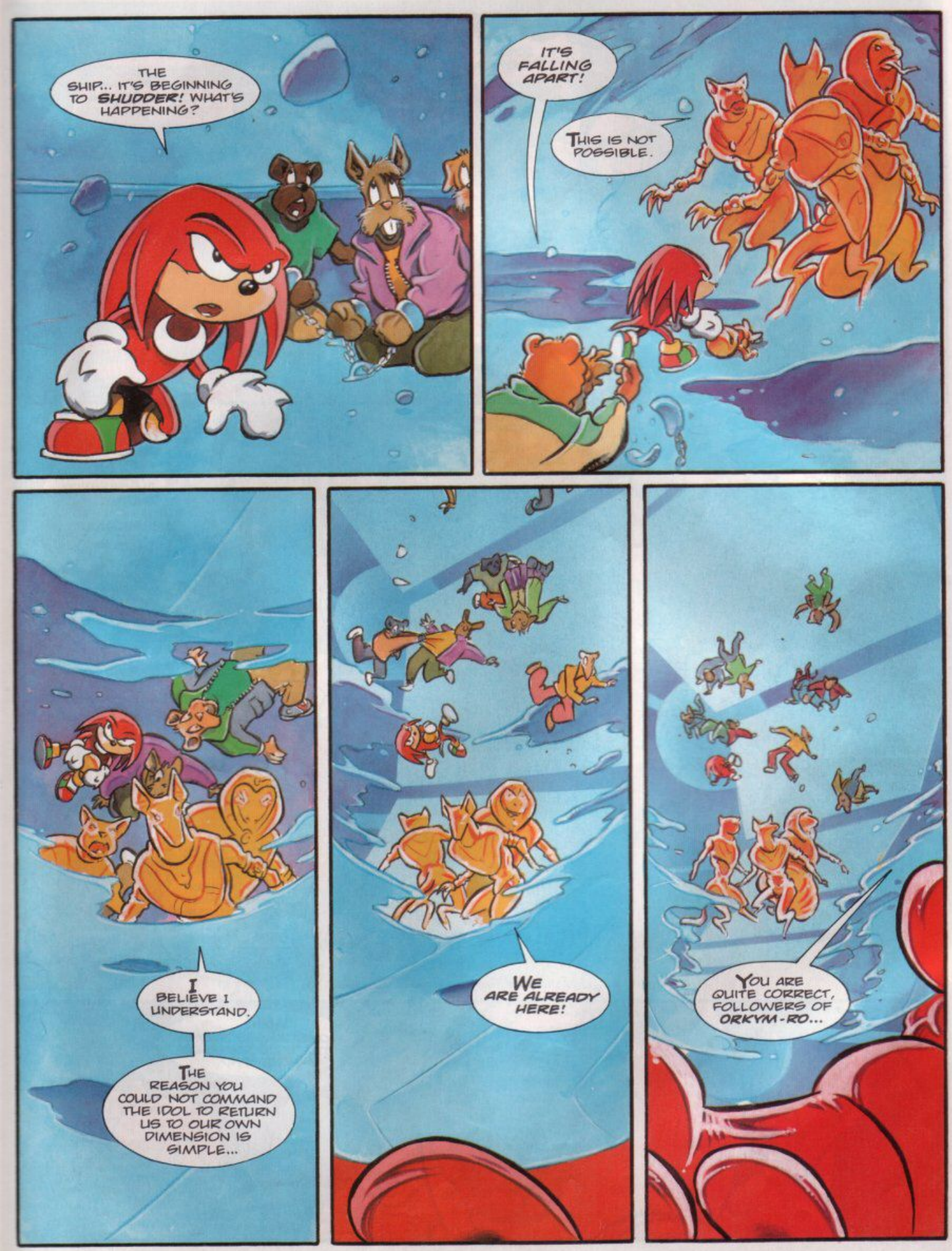
RAVES
Fast, addictive and exciting with excellent graphics.

GRAVES
Pinball may not be everyone's ball game!

GRAPHICS 90
SOUND 82
PLAYABILITY 85
OVERALL 86

THE POWER OF THE SACRED IDOL HAS TRANSPORTED KNUCKLES BACK TO THE SHIP OF THE THREE EVIL TANTARAR.
HIS PLANS TO RESCUE THE PRISONERS ON BOARD HAVE ALREADY GONE WRONG!
RETURN TO US THE IDOL OF TANTARAGOR.
YOU'VE DOOMED YOURSELF TRYING TO RESCUE US, FRIEND.
YOU CAN'T BEGIN TO IMAGINE THE POWER OF THESE CREATURES!
I KNOW... I'VE SEEN WHAT THESE MONSTERS ARE CAPABLE OF!
I REALISE HOW SLIM MY CHANCES ARE AGAINST THEM...
KNUCKLES
The GHOST SHIP
Part 6
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
BUT NOTHING CAN STOP ME FROM TRYING!

NNN-GGGHH!
FZAAAK!
THE IDOL, IF YOU DON'T MIND!
AS IT HAPPENS, I DO MIND, YOU DOG-FACED CREEP!
YOU CAN NOT PREVENT ME. WE HAVE MAGICAL POWERS BEYOND YOUR UNDERSTANDING.
YAAAA!
Ah... Ah... Ah...
NOW, WE CAN RETURN TO OUR OWN DIMENSION. THE ECHIDNA WILL MAKE A FINE ADDITION TO OUR SLAVES.
WAIT. SOMETHING IS WRONG. THE IDOL DOES NOT RESPOND.


THE SHIP... IT'S BEGINNING TO SHUDDER! WHAT'S HAPPENING?
IT'S FALLING APART!
THIS IS NOT POSSIBLE.
I BELIEVE I UNDERSTAND.
THE REASON YOU COULD NOT COMMAND THE IDOL TO RETURN US TO OUR OWN DIMENSION IS SIMPLE...
WE ARE ALREADY HERE!
YOU ARE QUITE CORRECT, FOLLOWERS OF ORKYM-RO...

ALL I NEEDED WAS FOR KNUCKLES TO DISTRACT YOU FOR A MOMENT.
THIS GAVE ME TIME TO ACTIVATE THE IDOL AND BRING YOU HERE.
BOY, EKKLETOS SURE GOT BIG!
JUST LIKE FISHING... YOU USED ME AS BAIT?
MY APOLOGIES. IT WAS BY FAR THE EASIEST SOLUTION.
IT IS FORBIDDEN TO CAPTURE THE CREATURES OF OTHER WORLDS.
YOUR PUNISHMENT WILL BE MOST SEVERE.
LOOK, IF YOU'VE FINISHED WITH US, CAN WE GO NOW?
MY APOLOGIES...
LOOK CAP'N, KNUCKLES STILL HAS THE IDOL...
I RETURN YOU TO YOUR OWN WORLD.
AS SOON AS WE GET BACK, WE'LL GRAB 'IM!
INSTANTLY BACK AT SCOURGE BAY...
WE'RE BACK!

ALL RIGHT KNUCKLES ME LAD, HAND OVER THE IDOL OF TANTARAGOR!
I DON'T HAVE IT, PLUNDER... I GUESS EKKLETOS DECIDED TO HANG ON TO IT!
WE HAD A DEAL! I GIVE YOU THE TRUNK FULL OF DOCUMENTS ABOUT THE FLOATING ISLAND AND YOU GET ME THE TANTARAGOR IDOL!
NO IDOL, NO DEAL!
I'VE HAD JUST ABOUT ENOUGH OF EE, PLUNDER, YOU BLUNDERING OAF! YOU MIGHT'VE GOT US ALL KILLED WITH YOUR TOM-FOOLERY!
ZORABEL... I FORGOT SHE WAS HERE!
I'M QUEEN AROUND HERE AN' WHAT I SES GOES!
YES, BUT...
SHUT IT, PLUNDER!
TAKE THE TRUNK, KNUCKLES... YOU'VE EARNED IT!
YOU AN' THE PEOPLE THE TANTARAOR IMPRISONED ARE FREE TO GO!
TOM, FETCH ME MY KNUCKLE-DUSTERS...
...THERE'S A COUPLE OF THINGS I WANT TO EXPLAIN TO CAPTAIN PLUNDER!
The End.

NEXT ISSUE: CRASHING BACK, THE CHAOTIX CREW!

SEGAWORLD IS COMING ...

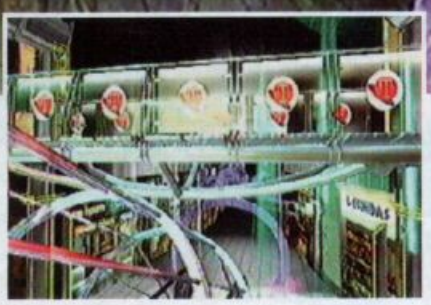
REPORT BY CHRISTOPHER JONES.

This August sees the opening of **Segaworld** at the Trocadero in Piccadilly Circus, London. Work is already well under way to create a next generation theme park, spread over an incredible seven floors and packed with cutting edge games technology.

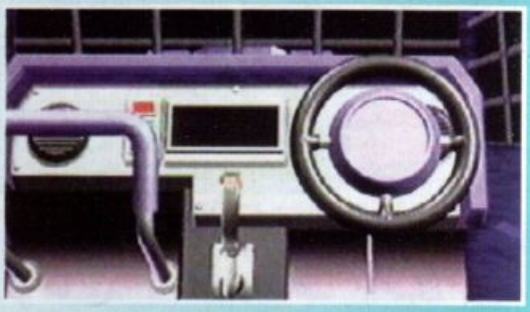
Indeed, a trip to **Segaworld** will be an experience that you get involved in. Six rides will be in place that exploit Mega Visor Display (MVD) technology. An MVD helmet will be fitted on a visitor and then a virtual reality image will be projected on it so that the visitor has a 360 degree view of the ride's environment. For example, if looking down on the *'Space Mission'* ride, your clothes will transform into a space suit! With a moving ride linked up to the projected images, visitors will be able to interact with their surroundings.

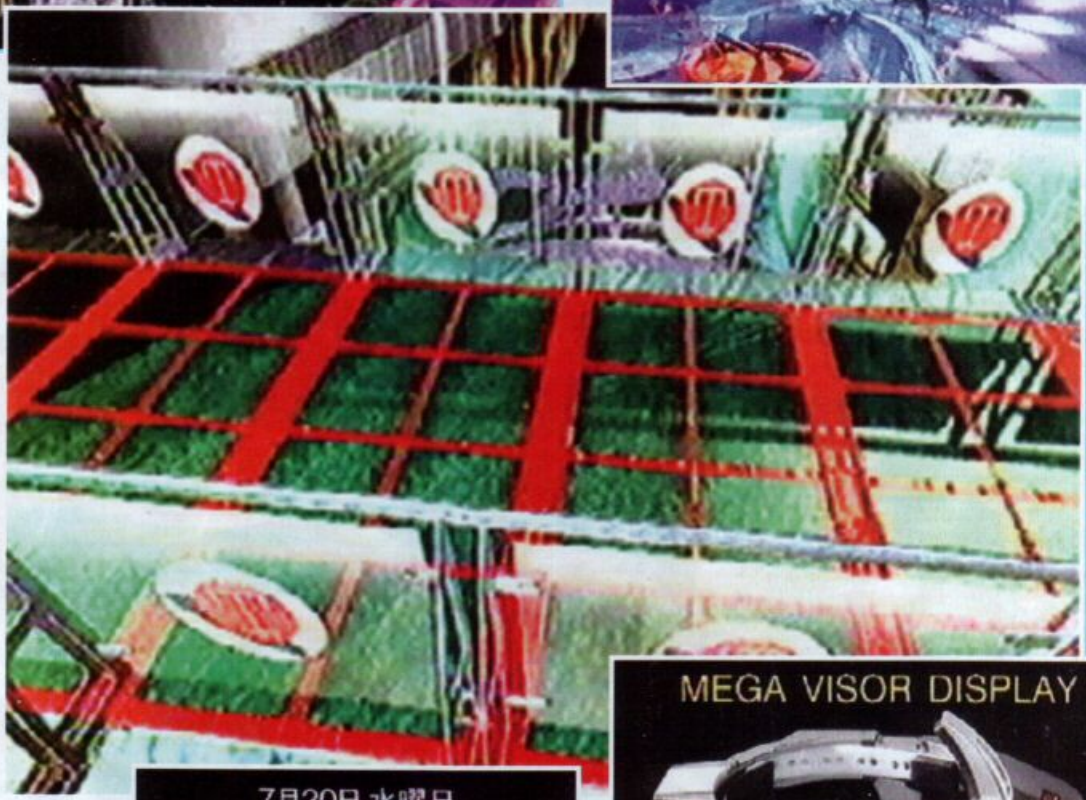
Sega's first futuractive indoor theme park giving the public a taste of the future of games entertainment was the **Joypolis**, which opened in 1994 in Japan. This has been a huge success with around one million people visiting each year.

Segaworld will be a futuristic technological paradise in the heart of London. Upon entry you will be zoomed up to the top floor by rocket escalator and then you can work your way down the floors, encountering the uniquely themed levels containing special rides and interactive experiences. Some of the themed areas include the *Sports Area*, *Combat Zone*, *Race Track* and *Flight Deck*.



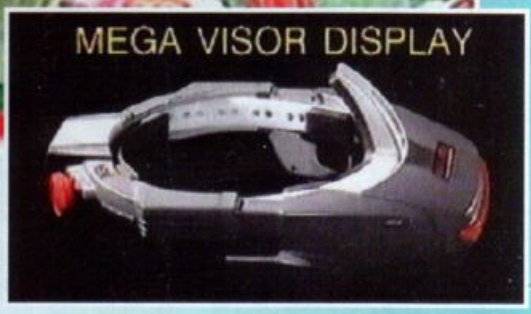
The other five rides that will feature this exciting technology will be *Beast in Darkness*, *AS1-Simulator*, *Mad Bazooka*, *Ghost Hunt* and *Aqua Planet*. In fact , during tests on the *Aqua Planet*, an under sea adventure, people actually held their breath because it seemed as though

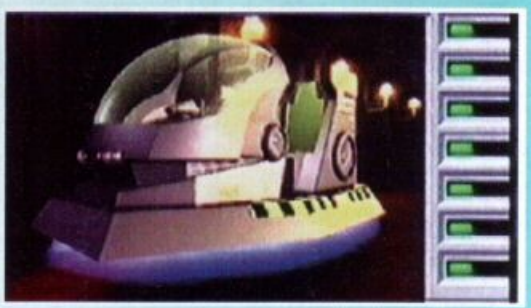




they were really under water! The thrill of these rides is obvious; each visitor will feel like their time in the game was totally original and directly related to them.

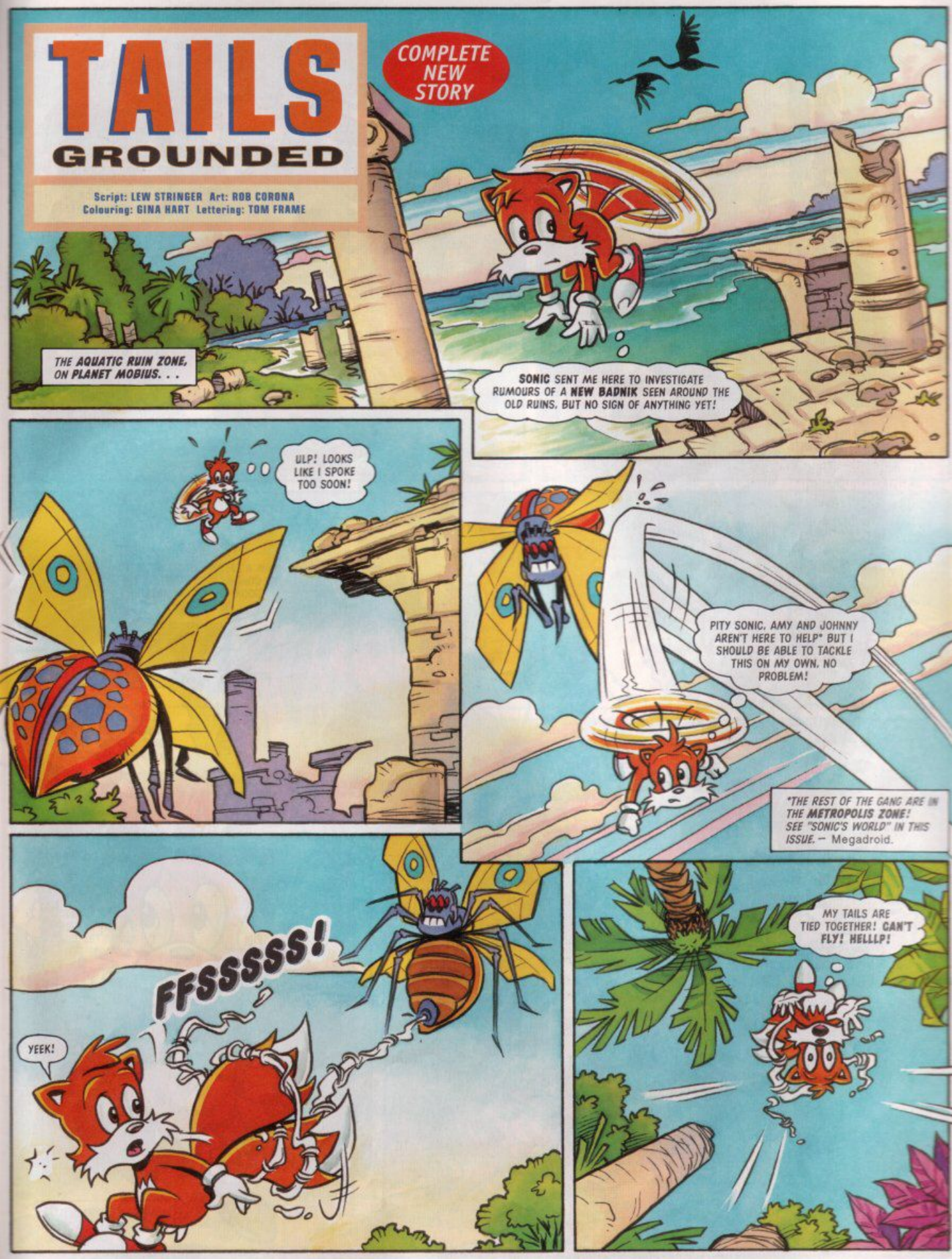
Segaworld is expected to cost about £10-£15 in admission and it is thought that the average time spent trying out all the rides will be about four to five hours ... Pretty thirsty work, but don't worry, there will be places to get food plus special Sega shops selling Sega goodies!

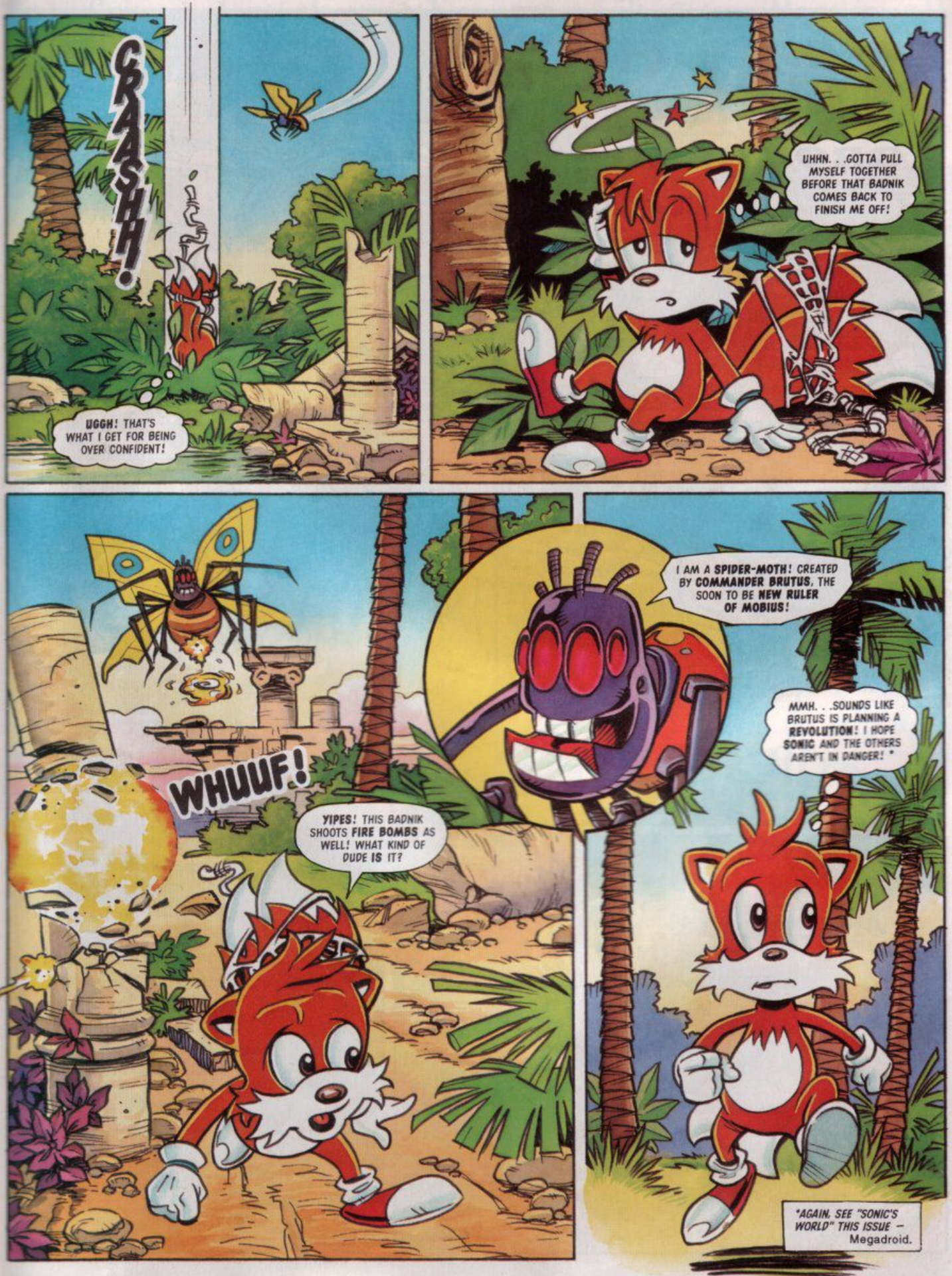




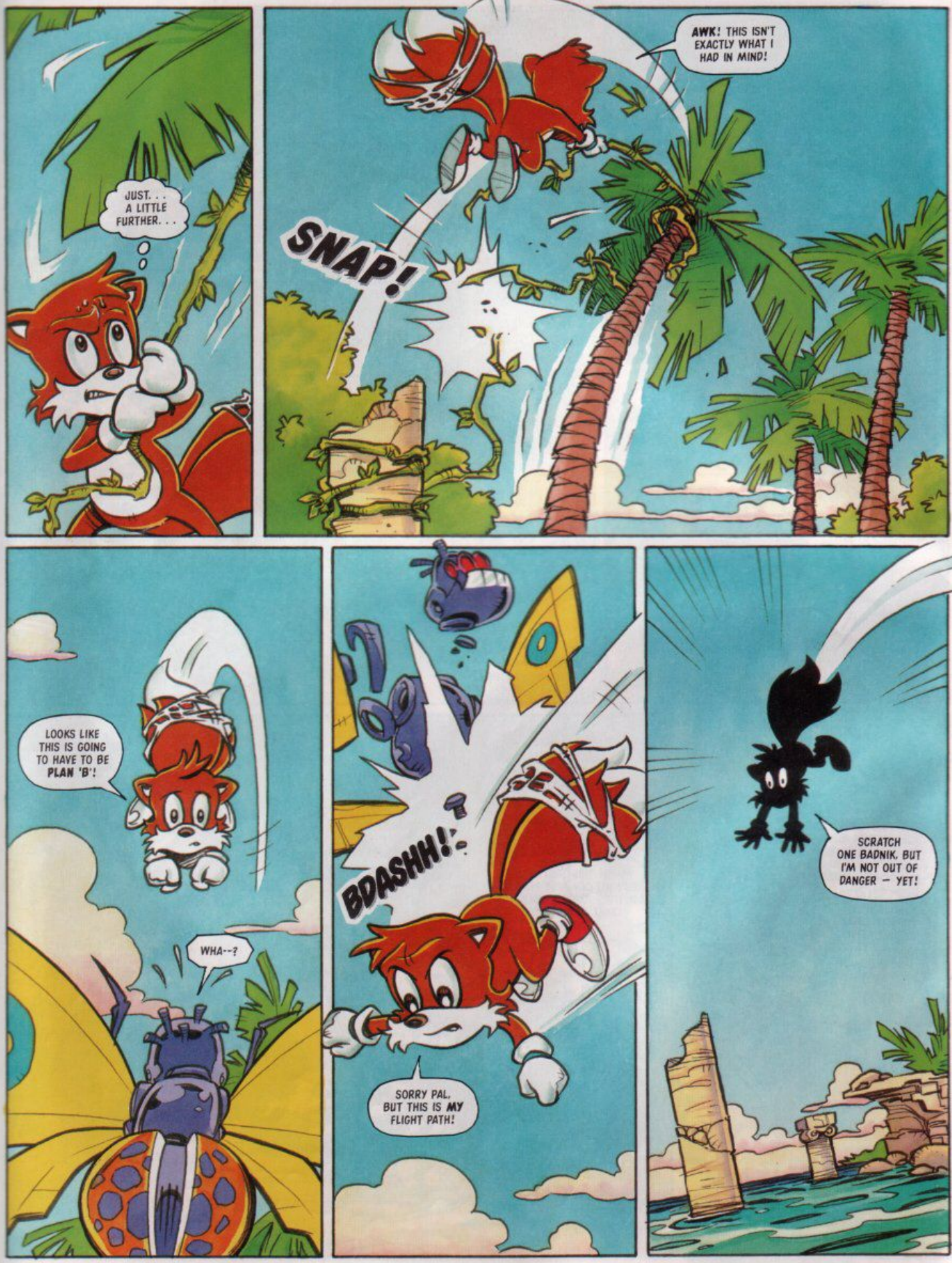
With one major new attraction set to open every year and new technological developments rapidly incorporated, **Segaworld** will be a continual out-of-this-world experience.

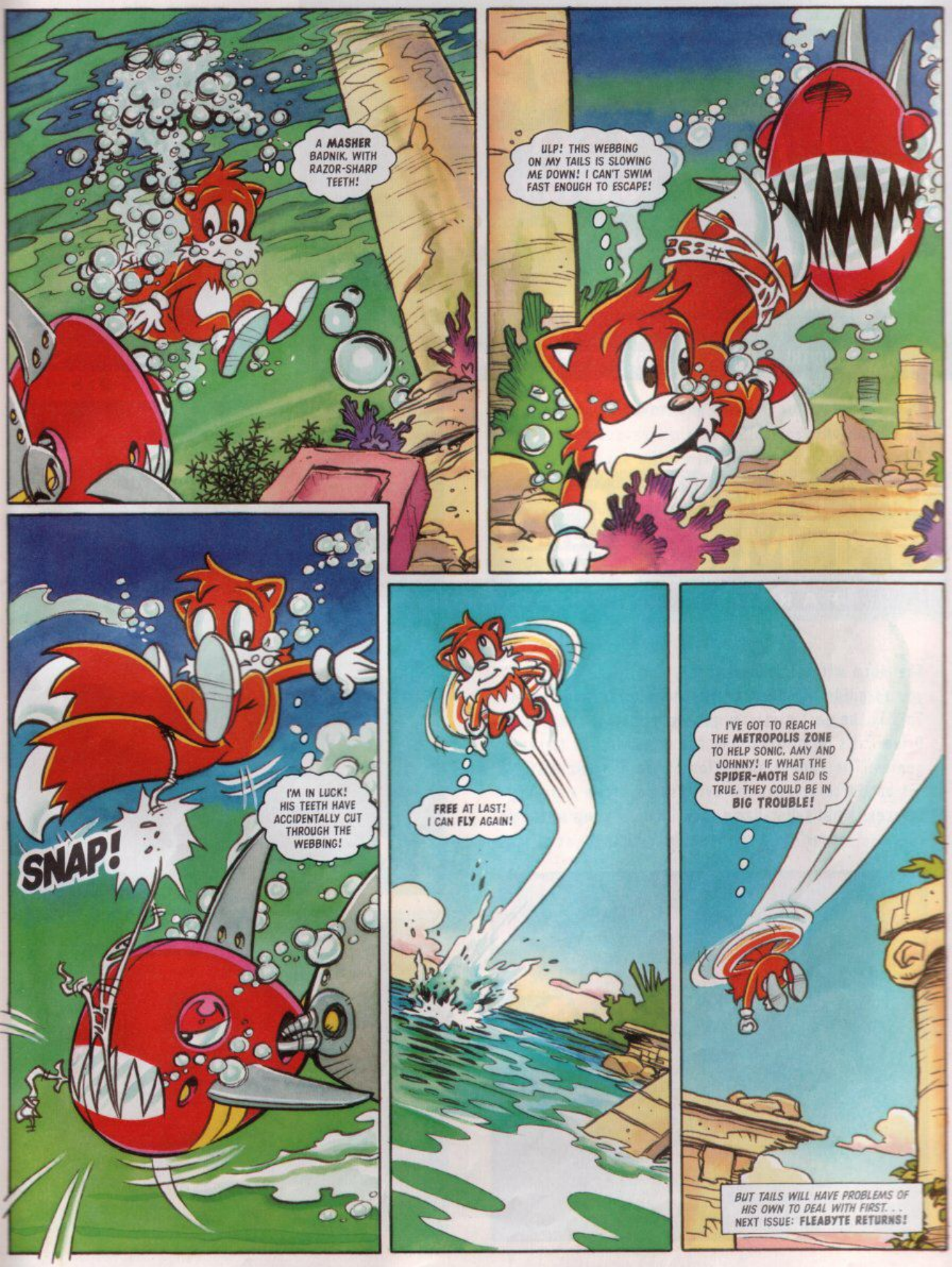
Watch out for more **Segaworld** news in *STC*.


TAILS
GROUNDED
COMPLETE NEW STORY
Script: LEW STRINGER Art: ROB CORONA
Colouring: GINA HART Lettering: TOM FRAME
THE AQUATIC RUIN ZONE, ON PLANET MOBIUS. . .
SONIC SENT ME HERE TO INVESTIGATE RUMOURS OF A NEW BADNIK SEEN AROUND THE OLD RUINS. BUT NO SIGN OF ANYTHING YET!
ULP! LOOKS LIKE I SPOKE TOO SOON!
PITY SONIC, AMY AND JOHNNY AREN'T HERE TO HELP* BUT I SHOULD BE ABLE TO TACKLE THIS ON MY OWN. NO PROBLEM!
*THE REST OF THE GANG ARE IN THE METROPOLIS ZONE! SEE "SONIC'S WORLD" IN THIS ISSUE. – Megadroid.
FFSSSSS!
YEEK!
MY TAILS ARE TIED TOGETHER! CAN'T FLY! HELLLP!


CRASHH!
UGGH! THAT'S WHAT I GET FOR BEING OVER CONFIDENT!
UHHN. . .GOTTA PULL MYSELF TOGETHER BEFORE THAT BADNIK COMES BACK TO FINISH ME OFF!
I AM A SPIDER-MOTH! CREATED BY COMMANDER BRUTUS, THE SOON TO BE NEW RULER OF MOBIUS!
MMH. . .SOUNDS LIKE BRUTUS IS PLANNING A REVOLUTION! I HOPE SONIC AND THE OTHERS AREN'T IN DANGER! *
WHUUF!
YIPES! THIS BADNIK SHOOTS FIRE BOMBS AS WELL! WHAT KIND OF DUDE IS IT?
*AGAIN, SEE "SONIC'S WORLD" THIS ISSUE — Megadroid.

BWAMM!
THOSE FIREBALLS ARE COMING TOO CLOSE FOR COMFORT! MUST TRY TO FLY!
WHUUF!
FTOOM!
CRUMP!
AGGH! IT'S NO USE! WITH ALL THAT GUNK MY TAILS WON'T PROPEL!
I'VE GOT THE ADVANTAGE, FOX! YOU CAN'T REACH ME, BUT I CAN DESTROY YOU!
FWHAMM!
OUCH! TYPICAL. YOU BADNIKS NEVER FIGHT FAIR!
HE'S GETTING READY FOR ANOTHER ATTACK! IF I'M GOING TO STAY ALIVE I'VE GOT TO USE MY INITIATIVE!
TROUBLE IS, I CAN BARELY SPELL THE WORD, LET ALONE ACT ON IT!
MAYBE THIS TREE WILL HELP! IF I CAN JUST BEND IT BACK FAR ENOUGH, I CAN SWAT THAT BADNIK OUT OF THE SKY!


JUST. . . A LITTLE FURTHER. . .
AWK! THIS ISN'T EXACTLY WHAT I HAD IN MIND!
SNAP!
LOOKS LIKE THIS IS GOING TO HAVE TO BE PLAN 'B'!
WHA--?
BDASHH!
SORRY PAL, BUT THIS IS MY FLIGHT PATH!
SCRATCH ONE BADNIK, BUT I'M NOT OUT OF DANGER — YET!

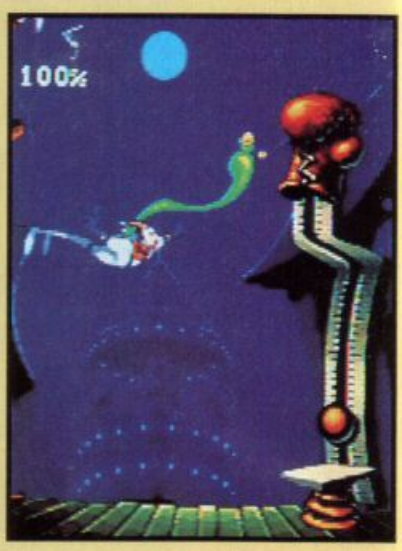

A MASHER BADNIK, WITH RAZOR-SHARP TEETH!
ULP! THIS WEBBING ON MY TAILS IS SLOWING ME DOWN! I CAN'T SWIM FAST ENOUGH TO ESCAPE!
SNAP!
I'M IN LUCK! HIS TEETH HAVE ACCIDENTALLY CUT THROUGH THE WEBBING!
FREE AT LAST! I CAN FLY AGAIN!
I'VE GOT TO REACH THE METROPOLIS ZONE TO HELP SONIC, AMY AND JOHNNY! IF WHAT THE SPIDER-MOTH SAID IS TRUE, THEY COULD BE IN BIG TROUBLE!
BUT TAILS WILL HAVE PROBLEMS OF HIS OWN TO DEAL WITH FIRST... NEXT ISSUE: FLEABYTE RETURNS!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



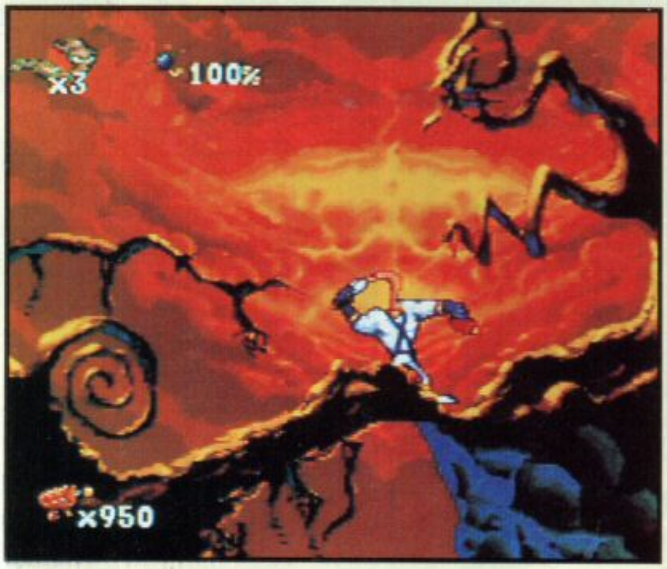
Here's a selection of codes and moves brought to you by **Chris Jones**.

EARTHWORM JIM 2

PART 1

MD MEGA DRIVE

The worm with attitude is back, and all he needs is you to guide him through the many interesting levels. This is the best platform game ever to hit the Mega Drive - it's an original and fun game, full of flashes of genius. The smooth animation of Jim is top class and his battle to prevent the evil Psycrow from marrying Princess What's-Her-Name takes you to many wonderful places. "Tender" as Jim himself might say!



Remember, it takes practice to make the following information work, so keep trying and you'll get the fun you deserve. **J Ellerey** of **London** and **Samuel Bridgett** of **Surrey**, this is for you.

LEVEL TIPS

ANYTHING BUT TANGERINES

To get past the lake, get a pig and put it on the slide before you try and cross the lake. Piggy will keep the bad guy busy. Remember, everything is reachable on this level. In general though, keep heading for the tops of the screen.

LORENZO'S SOIL

Use your gun to crumble rock away in order to allow you to progress. Spray gunfire around to create more rock fall. Again, the finish is ultimately reached by heading up. The piles of fallen rock will always help you out.

PUPPLY LOVE (LEVELS 3, 6 & 10)

Always go for the first pup thrown and follow the sequence. An attack by the dog will take 30% of your energy away. When the bomb appears, make sure you bounce it across. Three bombs home will let you progress.

BLIND CAVE SALAMANDER

Follow the arrows to get to the gameshow round. Use the money worm cheat to get extra meal worms that will give you more questions in the quiz. Good luck with trying to get the crazy answers.

CIRCUS OF SCARS

Avoid Evil the Cat who is flying around. Do not go on whatever spot he flies off the screen because that is where he comes back.

THE FLYIN' KING

Bump your balloon to the end of the level and shoot it near the monster to move on. If soldiers cling onto your ship, turn around several times to dislodge them. Get to the end faster by using the rockets at the top of the screen to give you and the balloon a push.

UDDERLY ABDUCTED

Get the Cows to their milking stations. Watch out for alien ships who want to steal your Fresians. And remember to dunk all the special Cow bombs in a vat of milk before the counter ticks out. Do this or allow it to be kidnapped and go off the screen with the alien, again before the timer runs out. Terrible consequences await if you fail here ... The homing gun and the whip can help break the cows free from the UFO's tractor beam.

ISO 9000

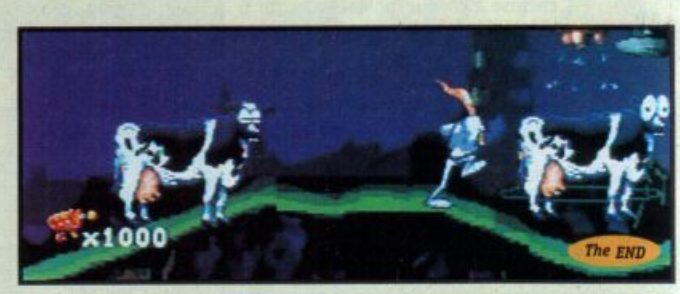
Use the mice to start the machinery. Get past the filing cabinets with the help of draw number two.

LEVEL ATE

The salt shaker is invincible but you can shoot it to make it back off. Failing this, find another target for it.

SEE JIM RUN. RUN JIM RUN

No tips for the last level. Only those who "Think Jim, feel Jim and are Jim" will reach a state of Jimdom!

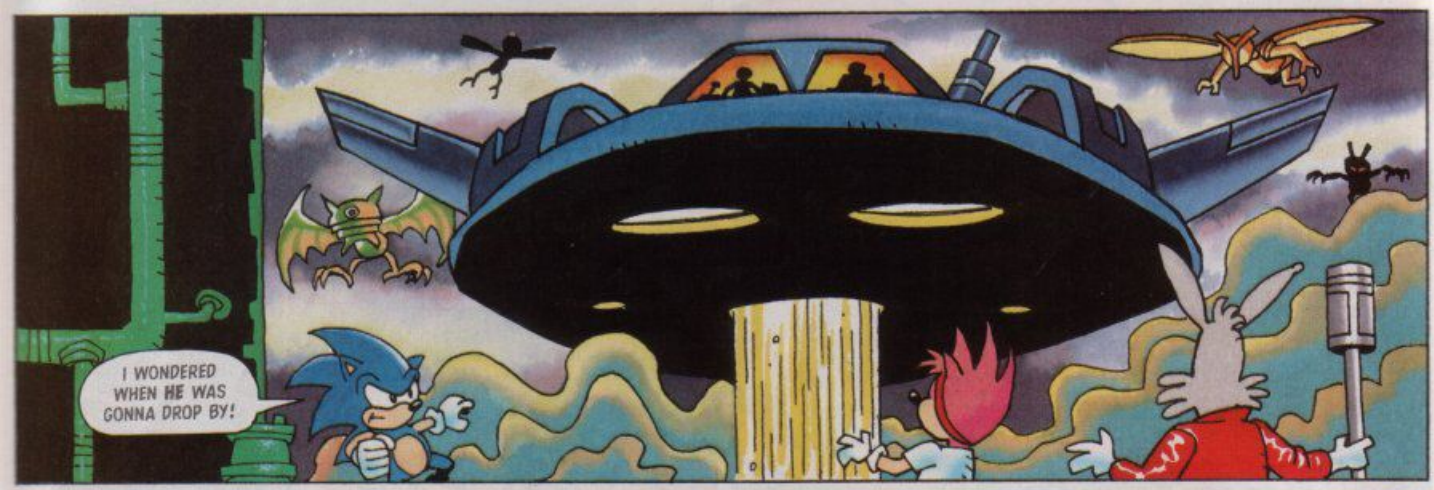


NEXT ISSUE: **EARTHWORM JIM 2** CHEATS (AND MORE).

SONIC'S WORLD
Revolution
Part 1
NEW STORY
Script: LEW STRINGER Art: NIGEL KITCHING
Colouring: JOHN M BURNS Lettering: TOM FRAME
EVERY NOW AND THEN, DOCTOR ROBOTNIK UNLEASHES A BADNIK ATTACK ON THE CITIZENS OF THE METROPOLIS ZONE. . .
. . .JUST TO REMIND THEM WHO'S IN CHARGE!
INCOMING!
YIKES! IT'S TIME I MOVED TO A SAFER TOWN!
BUT THERE ARE NO SAFE AREAS ON MOBIUS!
HELP! WHERE'S SONIC WHEN WE NEED HIM?
STAY COOL, DUDES! WHEN HAVE I EVER LET YOU DOWN?
SONIC!
WHAT ABOUT AMY AND JOHNNY!
THERE'S NEVER A DULL MOMENT IN THIS ZONE!
ZAPP!
THAT'S THE WAY I LIKE IT, AMY! I GET BORED WITHOUT A DAILY WORKOUT!

ZAPP!
IS THAT YOUR BEST SHOT, CREEP?
HERE'S MINE! SUPER SPIN ATTACK!
SMAASH!
BASH!
ANOTHER ONE BITES THE DUST, AMY!
DON'T GET TOO CONFIDENT, JOHNNY! WE'RE STILL OUTNUMBERED!
KARANNGGG!
EH? SOMETHING DESTROYED THAT BADNIK BEFORE I FIRED MY CROSSBOW!
MORE BADNIKS! BUT THEY SEEM TO BE ON OUR SIDE!
I DON'T THINK SO, SOMEHOW!

TOO RIGHT! I'VE SEEN THIS TYPE OF BADNIK BEFORE! THEY'VE BEEN CREATED BY COMMANDER BRUTUS!*
BRUTUS! SO HE'S BACK!
*SEE ISSUES 69 TO 72 – Megadroid.
THEY'VE DEFEATED ROBOTNIK'S BADNIKS AND NOW THEY'RE COMING FOR US!
WELL I'M NOT GONNA WAIT AROUND TO BE SHOT AT! LET'S GET 'EM!
IT IS THE SPIKEY ONE! AAGH!
SPRAKK!
DON'T GET PERSONAL! WE'VE JUST MET!
WE ARE THE NEW WAVE OF BADNIKS! WE ARE LOYAL TO COMMANDER BRUTUS!
OH YEAH? WELL DON'T COME CRYING TO ME WHEN HE FORGETS YOUR BIRTHDAYS!
LOOKS LIKE BIG TROUBLE!
UH-OH!


I WONDERED WHEN HE WAS GONNA DROP BY!

COMMANDER BRUTUS!
AFTER MONTHS OF PLANNING, THIS IS THE DAY OF REVOLUTION! THE DAY I CONQUER MOBIUS!
AND I REFUSE TO BE STOPPED BY TWO HEDGEHOGS AND A SKINNY RABBIT!

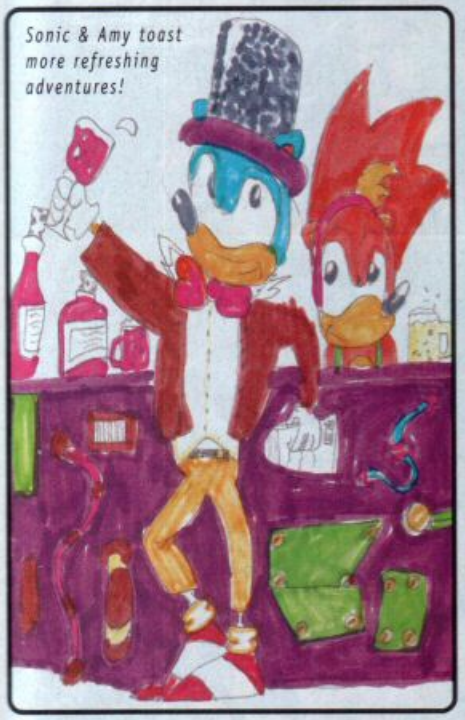
I'M NOT SKINNY! I'M JUST ATHLETIC!
ROBOTNIK BUILT BRUTUS TO HELP HIM, BUT NOW HE WANTS TO TAKE OVER!
I'LL BET OLD EGG-BREATH ISN'T TOO HAPPY ABOUT THAT!

SURE ENOUGH, A MILE AWAY IN CITADEL ROBOTNIK. . .
THAT TRAITOROUS ROBOT! PREPARE THE TROOPS! THIS MEANS WAR!

IF I THOUGHT LIFE WOULD BE BETTER IF **YOU** RULED MOBIUS, I'D HELP YOU **DEFEAT** ROBOTNIK. BUT I'VE A FEELING IT'D BE **TEN TIMES WORSE!**
ONLY TEN TIMES WORSE! I INTEND TO INCREASE **POLLUTION LEVELS** TO DESTROY **ALL** NON-ROBOT LIFE FORMS!
SKDANNG!
FOOL! HAVE YOU FORGOTTEN THAT YOU CAN **ONLY** DAMAGE ME WHEN YOU'RE **SUPER-SONIC?**
THAT ONLY HAPPENS WHEN I LOSE MY **COOL** – BUT IT'LL BE **WORTH IT** TO TAKE **YOU** DOWN, CREEP!
YOU WON'T GET THE CHANCE, SPIKEBALL! I'VE **UPGRADED** MY **BLASTER** TO MATCH YOUR SPEED!
VAMM!
UGGH!
SONIC!
THE FIGHT IS **FINISHED**, OUTLAWS! YOU ARE MY **PRISONERS!**
SONIC THE HEDGEHOG IS DEFEATED. . .NOW **NO-ONE** CAN STOP ME!
NEXT ISSUE: **BRUTUS RULES?**

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).



Sonic & Amy toast more refreshing adventures!

Jack Wilson, Avonbridge, Scotland.
Sonic & Knuckles Camera Winner.

TWIST YER ARMADILLO

Dear Megadroid,

I have pin-ups of all the Chaotix Crew, except for Mighty the Armadillo. Why not do me a favour and print one of him, otherwise I'll come round and bust your circuits!

Aden Carlile,
Newbold, Chesterfield.
Sonic & Knuckles Camera Winner.

Lucky for you Aden, you've caught me on a day when my circuits have just been oiled. As I'm feeling rather generous and am prepared to overlook the fact that you forgot to say please, there'll be a Mighty pin-up in STC 80.

YELLOW WISH!

Dear Megadroid,

I would like to see more of the Super Sonic character in your stories, where Sonic changes his colour.

Michael Toomey, Sittingbourne, Kent. MD2 owner.
Sonic & Knuckles Camera Winner.

You won't have long to wait, Michael. Check out next issue's STC for the start of a new three parter, featuring Super Sonic, called The Fury.

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA SONIC & KNUCKLES DISPOSABLE CAMERA, COMPLETE WITH 27 FULL-COLOUR FUJI EXPOSURES.

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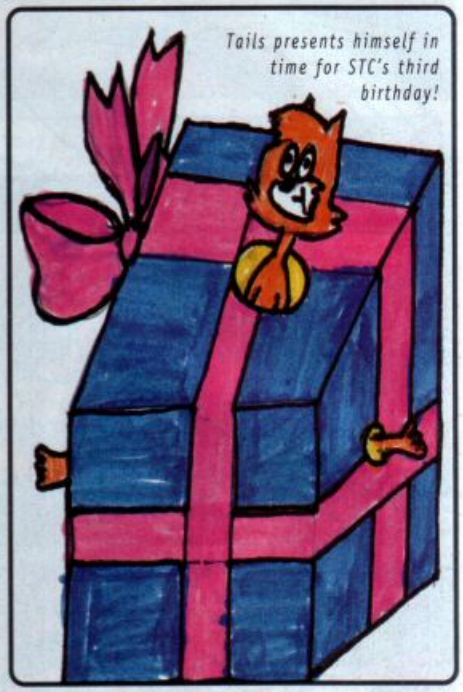
Be sure to include your snail mail (postal) address if you want to win a prize!



Tails presents himself in time for STC's third birthday!

Holly Chatwin, Boroughbridge, N Yorks.
Sonic & Knuckles Camera Winner.

WHO'S WHO!

Dear Megadroid,

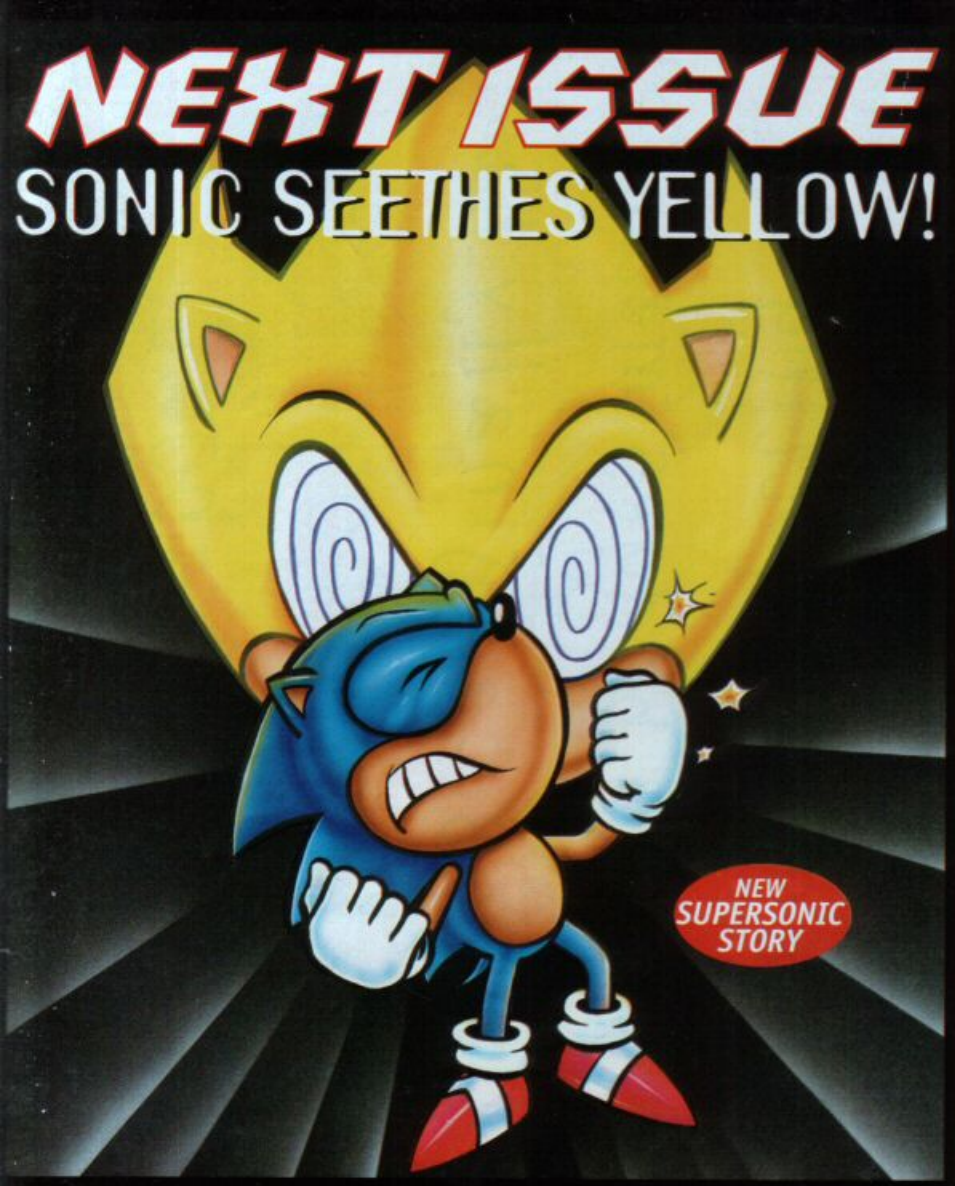
What are the names of the three Freedom Fighters - the bumble bee, the porcupine with the horn, and an alligator?

Charles Large, Wilmslow, Cheshire.
Sonic & Knuckles Camera Winner.

Pay attention now, Charles. The three Freedom Fighters are Amy, Johnny and Porker (although Porker has since moved to Knuckles' Floating Island). The descriptions you give are for the Chaotix Crew who include Charmy Bee, Espio the Chameleon and Vector the Crocodile. The fourth member is Mighty the Armadillo.

NEXT ISSUE

SONIC SEETHES YELLOW!



NEW TWO-PART STORY

CHAOTIX CREW!

FUNDAMENTAL FOUR!

COMPLETE STORY

TAILS!

FLEA-BITTEN AGAIN!

SONIC'S WORLD!

BATTLES, BADNIKS & BRUTUS!

PLUS

MIGHTY THE ARMADILLO

PIN-UP!

EARTHWORM JIM 2

Q ZONE!

STC 80

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£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 79

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.